



Dare you to open the Trap Door in the dark, dank cellar at Castle C+VG? What lurks down in that black void? If you're brave enough to investigate you could end up with an awful of goodies.

Yes, thanks to Piranha we've got a cellar full of software (well, almost), records, and T-shirts to give away as prizes in our Trap Door Competition. As you know the game features the bumbling Berk's problems as the servant in the cellar of a castle where he must perform unsavoury chores to feed "him upstairs". This often leads to awful encounters with bizarre monsters and slippery slimies.

What we want you to do is draw or paint a monster which you think could be lurking beneath the Trap Door.

Send your entry to Trap Door Competition, Computer+Video Games, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.

The closing date is November 16. "Him upstairs" will make the final decision.

The five winners will get a copy of the game, a special 12 inch picture disk of the theme tune of the television series and a Trap Door T-shirt. The next 15 runners up will get the game.

I.D.E.A.S CENTRAL HANDBOOK

Dan Dare/
Door/

Jack The Nipper/Infiltrator/
Deactivators/ Redhawk/
Ghosts 'N' Goblins



JERRY
FARIS
©1986

COMPUTER + VIDEO GAMES

You asked for it — so here it is. Again! Yes, our first **IDEAS CENTRAL HANDBOOK** proved so successful with all you ace gamers out there that we've decided to do it all over again with a whole bunch of new hit games. We asked the programmers and designers of current mind benders to leas a few secrets to the staff of **IC**. But because **YOU** the loyal **C+VG** reader, are so hot when it comes to hints I've managed to persuade Jackson T. Kalliber and the rest of the **IC** team to allow some of **C+VG**'s top tipsters to get in on the act. And in the **IDEAS CENTRAL HANDBOOK 2** they get to rub shoulders with people like the Gang of Five from Virgin, who brought you the **Dan Dare** action adventure. People like Canadian programmer Chris Gray who reveals the secrets of **Infiltrator**. People like David Bishop who designed the mind-boggling **Deactivators**. Then there's players guides to **Ghosts N' Goblins** and **Jack the Nipper**. All this plus more! and a special **IDEAS CENTRAL HANDBOOK** competition into the bargain. Don't waste time reading any longer! Get stuck into the games that will be **SO** much easier to play now you've got your hands on this amazing free gift. Let us know what you think about it, I'll look forward to hearing from you at **IDEAS CENTRAL**. Until then, keep zappin'.

Melissa R.



IDEAS CENTRAL HANDBOOK No.2

- 3 **DAN DARE**
- 7 **JACK THE NIPPER**
- 8 **DEACTIVATORS**
- 13 **GHOSTS N' GOBLINS**
- 17 **TRAP DOOR**
- 19 **INFILTRATOR**
- 22 **REDHAWK**

The **IDEAS CENTRAL HANDBOOK No. 2**, FREE with Computer + Video Games magazine, November 1988

Edited by: Mahan RavenHame
Designed by: Big Red, Otis, B-Con, Gr2, Low
Researched by: **IDEAS CENTRAL**,
A Jackson T. Kalliber Production

Thanks to: Ian Stewart, David Bishop, The Gang of Five, Chris Gray, Kenneth Harry, Andrew Williams, Richard Tisdell, Gresham Graphics, Amiasoft, Edna, U.S. Gold, Virgin.

DAN DARE



Cripes! These little green characters are a bit nasty. But luckily The Gang of Five have come to the rescue with a no holds barred guide to saving the universe. Yes you too can help Dan Dare stop the Mekon's evil plans thanks to Dave Chapman, Martin Wheeler, Steve Webb, Ian Mathias and Andy Wilson. Now get ready to gang up on those Treens!

All three versions of the game are unique. The Spectrum version is based on extremely fast and smooth shoot-em-up action. The Amstrad version is similar but the Commodore version is an arcade adventure and it features logical puzzles and hand to hand combat, rather than blasting. It took programmer Andy Wilson TWO years to complete!

We've got hints on all three versions specially for this **IC** special! The scenario for all three versions is basically the same. The Mekon has sent a hallowed out asteroid on collision course with Earth. Dan leaps into his trusty spaceship, the Annataston and heads for the rogue asteroid where he has to discover the destruction mechanism the Mekon has installed, set it in motion and destroy the asteroid before it collides with Earth. There's a side plot too. Dan has to save his loyal friend Digby and, in the 64 version, the lovely Prof Peabody.

SPECTRUM THE GAME

Dan Dare must find five "keys" to operate the self destruct mechanism of a complex within a hallowed out asteroid. This asteroid is on a collision course with earth, so Dan only has a limited time to find the keys, set the mechanism, and — hopefully — escape.

These are a type of Idh, found dotted around the computer and such has an arrow or arrows that show which direction they will take the passenger! Be careful though, as some will only work in one direction. When in the Graveyard, Dan (and the Treens) are given some protection against laser shots etc.

THE TREENS

All of the Treens in the complex will shoot at Dan on first sight, so he must be ready to duck! He can fire back but his laser gun is more too accurate. Contact with a Treen will cause Dan to lose some of his energy, or stamina, and even if



deep below a certain point, Dan will fall unconscious and be taken to prison by the fire. Treas will knock him out and take him to prison anyway! Luckily, Dan usually recovers within 10 minutes, and is fighting fit again. And, due to damage sustained during the journey through space, the mechanism that operates the prison door is broken, so Dan can easily escape.

Treasures travel between screens by means of short secret passages which Dan has no reason to fly careful shooting however. Dan can "rise" areas of Treasures, but beware, there may be one hiding in one of the passages, ready to jump out at any moment. Oh, and at any time, reinforcements could arrive.

WALL MOUNTED GUNS

These are attached to the walls and fire downwards at Dan. He can destroy them from the ground, but in some places, he can climb to a higher position, and shoot the guns from the side, destroying them completely. Other types of Wall Mounted Guns can be found on later levels, their fire horizontally, but are easier to destroy.

FLOOR MOUNTED GUNS

These lie on the floor and shoot horizontally. They are too low down for Dan to shoot back, but by careful manoeuvring he can jump on them and squash them flat!

OBJECTS

There are quite a few objects lying around the complex which Dan can pick up and use. First, the laser parks which re-charge his laser gun, but, if the laser gun is more than 50% charged already, there is little point in taking another charge. Then, there are energy packs that will give Dan lots of stamina to keep him in top-top condition during his adventures.

And, there are five 'keys' that Dan must collect in order to set the self-destruct mechanism of the complex: each key used to be inserted into a socket in the main control room. This room can be found relatively near the place where Dan

enters the complex, and will show five empty sockets to start with.

There are five sections in the complex, and one self-destruct key will be found in each section. Returning such to its socket in the sub control room will open up the next section, where Dan can find the next one.

COMMODORE THE GAME

To complete the game properly it is necessary to rescue both Digby and Prof Peabody, and destroy the Mekon. It is possible to complete the game without rescuing your chums, but Dan will not be allowed to leave the surface of the Asteroid. Dan can engage the Treasures in fistfights, or throw stun grenades at them. Dan needs a certain number of grenades to defeat the Mekon at the end of the game. Fighting the Treasures is by far the best way of getting past them. Different Treasures have different energy levels and the best policy is to dodge them if possible (usually it's not). The best way to learn you way round the map is to sketch down the locations on a sheet of paper. There are only 64 screens, although it seems like a lot more. To gain 100% whilst playing you will need to visit every location, dispose of every treasure, and complete all the puzzles correctly. Energy is lost, when fighting with Treasures or incorrectly attempting to complete a puzzle.

CHAPTER 1: UNDER THE SURFACE

There are three random start positions, all are interlinked. For this section of the game special objects are required. Map the area and explore, everything you find is useful. If you try to use an object in the wrong place it will not be lost, except in two cases, however often it will result in you doing something wrong and you will lose energy. The puzzles are logical, as the nature of the objects or the materials they are made from should be a help (e.g. wood doesn't rust, etc.). The only irreversible ones are the branch and the vine. Make sure

you put the left hand vine and tie it to the right hand one and not vice versa. Some puzzles may need an object to get a further object. One of them even requires you to undress a Treas. Seriously they key to the Complex is to look as much like a Treas as possible. Get it?

CHAPTER 2: THE COMPLEX

Beat up Treasures to get their passes! While dressed as a Treas you will not be attacked, the guards do not notice anything is wrong. You need to pass through the guard room. If you attempt this without the Treasures' uniform or you will be overwhelmed immediately. A map is essential in this section as difficult as you will probably find yourself wandering round in circles. In this section you will need to find and rescue Digby and Peabody. They are located right down at the bottom of the complex. You will need the torch again for some rooms.

Some of the doors are closed in this section. You can open them by inserting a pass card (one and only one). If you don't have a pass card but do have the crowbar you will be able to open one door using the crowbar instead of a pass.

A number of the Treasures carry passes and you will be able to obtain them by beating them up! The distribution of passes is random, so it is impossible to work out which Treasures have passes. The best thing to do is wander round this section opening up all the doors. You may wander into the Laser section. You can go ahead and complete the part of the game, but don't forget your chums.

CHAPTER 3: THE GIANT LASER

You may wander into this section by accident. You start off next to a Great Laser, as there is no mistaking it. Don't fire the laser immediately as you will be Very lucky if you manage to direct the beam at the first security computer. The object of this section is to fire the laser at three numbered computers situated some screens away. Go off and find computer 1, when you have found it, walk back retreating the reflectors as you go.

You need to direct the beam of the laser through these reflectors and destroy the computers. If you position any reflectors wrongly the beam will smash into a wall, or even destroy a vital reflector. One mistake and you could lose your chance of reaching the Mekon.

There are generally at least two possible paths for the laser to travel, so you will be allowed the odd mistake, but it is possible to end your chances here. They are numbered! The Security computers in order. They are numbered!

You will almost certainly mis-direct the beam at start with. Once you understand the theory you can start to get clever and build two laser paths simultaneously. One on the top platform and one on the bottom. Computers are very close to each other. At the turn of one reflector you can then direct the beam down your second path after destroying computer one.

Once you have turned off the reflectors in the (you hope) correct position you can fire the Great Laser. The beam will travel through the screens hitting off the reflectors and hopefully destroying a computer at the end of its path. This is worth seeing isn't it? Another feature that makes Dan Dare special! Unfortunately this is short and you aren't rewarded for the most elaborate route through the screens. It is fun to keep the beam round the screens in complex route to your goal.

CHAPTER 4: THE MEKON'S LAIR

Once you have destroyed the third security computer a door will open beneath it. This door leads to the Mekon's Dams. Go there quickly! Your energy will be low and this will be very short. The Mekon sits in his dam and hurls electrical bolts at you. You need to get close and you need grenades (at least 8). Dodge in and out of the Dams. A direct hit on the Dams will result in a "BOOM". The dam will slowly crumble. Careful, getting hit by the Mekon's fist depletes your energy, and Dan Dare will not get so close and respect defeat easily. You will be able to practise this section by saving time by not completing Chapter 3 and not bothering to rescue your chums. You will have to work out the maximum you have to achieve to be able to reach the Mekon.

TO BE CONTINUED...



DAN DARE
PILOT OF THE FUTURE

POINTS 0000
1111 1111



COMMODORE



SPECTRUM



CHAPTER 5: THE ESCAPE.

Once the Mekon has been dealt with, the self-destruct system is automatically primed, and the room will explode. You have succeeded in saving the Earth. You now have to pass a year or so in the future and return to the past. Hopefully you will have already reached your friends. If you haven't, you have two minutes to do it, and escape. There is a short cut, you may have already found it. Finding this short cut buys you the time to make mistakes, you fail to make it you will have to go back the way you came, and that means absolutely no errors.

AMSTRAD
THE GAME

Make a map! You can build a map up over a series of games and then use it as a reference to finding your way back to Digby. The best way to complete the game is to go slowly, trial and error, enter each room and make sure that you destroy your gun posts and trees. It is frustrating to find that you got captured by a tree that you previously had noticed. When you enter each room, turn on the nearest open area.

These are often hidden behind grates and hit devices, they want to ambush Dan, and are very often successful in doing so. If you run for an open space you give yourself more time to find and destroy the grates. Gun posts are soft - assuming you can pass through them - while pots, but once destroyed they turn hard and can block your path. You have to be very careful when destroying the gunposts that are situated over the chasm. You can find that you won't be able to jump the chasm without hitting your head on the destroyed gun post.

CAPTURE

Dan usually spends most of his time in jail to start with. Being captured often means that you lose time finding your way back to where you were in the game. There is one advantage with going to jail. The jail is located in section one,

and is quite close to where Digby has. So sometimes you can see the jail as a short cut back across the map after collecting a bridging section. You will in effect lose a life as well, so you only really want to do this when you have plenty to spare.

BRIDGE BUILDING

You will need to find four bridging pieces to build a bridge over the Digby. A new section of the map will open up every time you deliver one back safely. You will have to find out where the newly opened section is.

Section one is really easy, and you should find no problems with it. Section two has to be tackled from the top. Section two can cause problems if you select the lower door, and if you accidentally go down the wrong lift you will find yourself having to go round in a large circle. A map is really useful for this section, as you could get hopelessly lost.

Section three is a puzzle in itself. It is a labyrinth of lifts with only one correct way down. It is possible to spend hours in this section and never getting to the bottom of it. On entering section three you are confronted with 15 lifts, all going down, and all carefully interwoven.

It would be a shame to spoil the puzzle by revealing which lift to go down, but try counting from the left and going down the one that corresponds to your lucky number. If this doesn't work then your lucky number is wrong, and you should change it!

Section four and section five open up simultaneously, but you will need to do the higher up section first. If you even up against a guard and mistake door then you are in the wrong section.

Because of traps hiding in the shadows in this section they can be really nasty. Also be very careful about blasting away at the guns as some of them will jammer your path if you are not careful. You will find the last bridging piece in this section.

You can now rescue Digby and get off the planet. After freeing you will find you will have around two minutes to escape in the rocket, the external explosion often this.

There is a hidden section that you may stumble across, it's somewhere between getting captured and ending up in jail.



AMSTRAD

Inventory

JACK THE
NIPPER

Huh! So you need some help with my game, eh? Wimps! Still nobody can be as truly terrible as me with out a bit of help I suppose. Except maybe for C+VG reader Andrew Williams who created this players guide especially for all my many fans. Use it carefully and the Naughtymeter will go off the scale! I'm off to create some more mayhem. See ya later wimps!

DAN DARE
PILOT OF THE FUTURE

AMSTRAD

HOW TO BE TRULY TERRIBLE!

- Take the weedkiller (E7) to the garden (F3) shooting all the plants (F2) on the way. Drop the weedkiller in the garden to wipe out all the nice flowers! That's David Bellamy off your list of admirers just for a start!
- Go back to the graveyard (F8) and shoot the ghost stanking by the grave to reveal the fertiliser. Pick it up and return to the garden. Drop the fertiliser on the path and leave the scum as the gardener chases you. Behind your words should be greeting: 'Hee Hee!'
- Go to F1 and collect the key. Go into the museum (B3) and drop the key in C2. Go through the passage. Beware when dropping down out of the arcade screen (see map) as a vicious bug quickly drains your energy! You should now be in E13. Go into F13 and through the door into F12. Shoot the ghost that follows you. Go into F11, again shooting the ghost chasing you. Collect the bomb and go back to F13. Drop your powerbooster. Be careful not to break it! Collect the horn from the shelf and go through the locked door. You arrive at F4. Go to F7 and up the alley to B10. Go to the police station (B6) and onto the cell (C3). Drop the bomb and the cells will open allowing the prisoners to escape. Now you've upset the police very nicely!
- With the horn go to C8 and press left and fire (as if you had your pea shooter). The cat will jump and cling to the ceiling. Repeat this mischief at the playhouse (H8) and inside the house (G8). One to upset street lovers eh?
- Go to the China Shoppe (C7) and enter. Get the two plates from the high shelf and throw them to the floor. Repeat this at the Toy Shop (C6) with the two teddy bears from the high shelves at either side and at the house (G8) with the plates from the shelf. Have a smashing time won't you?
- Go to the laundrette (C9). Go inside and take the glue. Go to Gonne's Changing Machine (D4) and enter. Jump at the machine - this will plug the teeth together. Whooooomphhh! Leave the glue in the room by the machine. Get stuck in Jack!
- Go to the Bank (F9) with the key. Go through the passage after dropping the key on the floor. Complete the arcade room and collect the Power Box before leaving. Repeat this process - after depositing the powder somewhere safe - and take the credit card from the machine, go outside the bank and jump at the cash dispenser. Drop the card next to the money machine - which should have broken! So - you're the one that cracks up the machines are you?
- Go to the police station (B6) enter and take the weight. Go to Hume's Scales (B3) and enter. Jump at the machine and a well stop. Drop weight in the room.
- Get the battery from the police station (C8). Go to Just Mure's (B5) and enter with the battery. Run to the square under the table. The computer will overheat. Drop the battery and run!
- Get the washing powder (H8). Take it to the laundrette enter and jump at the washing machines until bubbles pour from all three. Drop the powder and leave. Hissible bubble and more trouble!
- Get the key and go to the bank (F9). Enter and the radiator will move. But only if you have the key. Get the disc and take it to Technology Research (D6). Enter and jump at the

computer at the right of the room. It should stop. Get the clay from H8 and return to the playhouse. Enter G8 and drop the clay. A monster should appear. Tell them about the hammy, mummy! Get the petty from H8 and go to the China Shoppe (C7). The petty isn't empty so drop it to make the shop keeper VERY angry! Drop everything else to complete the game.

GENERAL TIPS

- Once you have used an object destroy it. This will increase your Naughtyometer rating!
- If you are feeling extra bad about the flowers and knock objects off the chest of drawers etc. for extra points
- Don't shoot people unless it's really necessary

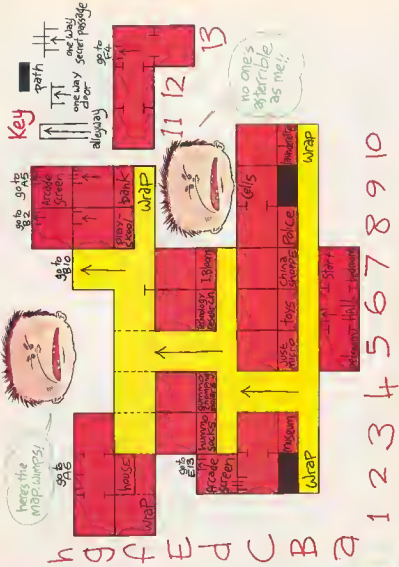
STARTING LOCATIONS OF OBJECTS

Map reference

Object	Map reference
Bomb	C2
Key	F2
Fertiliser	F4
Petty and clay	H8
Puppy disk	G8
Weedkiller	E7
Battery	C8
Weight	C9
Glove	A10
Credit Card	A7
Par Shocker	F13
Horn	F11
Bomb	C6
Two Teddy Bears	G8/C7
Plates	G1/H8/C8
Cake	C3
Dammy	

NIPPER'S CHECKLIST

Object	Location
Washing powder	Laundrette
Weight	Sock Factory
Disk	Computer Factory
Glue	Tooth Factory
Horn	Loving Room
Horn	Police Station
Horn/Clay	Playhouse
Fertiliser	Garden
Credit Card	Cashpoint
Battery	Computer Shop
Bomb	Jail
Petty	China Shop





Prepare to have your mind warped and senses shaken. The Deactivators are the toughest bunch of droids this side of the Bag Hunters. Their mission is the difficult bit. They have to clear terrorist bombs from a top security research establishment before time runs out. It's a matter of timing, teamwork and a whole lot of lateral thinking. IDEAS CENTRAL called on the Deactivator's designer David Bishop to leak a few secrets about his baffling new entertainment.



The map shows the exterior of building two, the second level of the game. It features many of the hazards you'll encounter later in the game. Hazards like bombs, unit rooms, guards, upside down rooms, hidden doors and windows. And if you think that is difficult wait until you see the later levels! We're not going to tell you the best routes to get the bombs out simply because there are so many different combinations that will work for you. Our survival mode simply sets out to provide the basis for your attempt at the seemingly impossible.

SCANNING

Before you start a level scan it thoroughly to check out the positions of your droids, guard droids, circuit boards doors and windows. Time is blown as you are not under any pressure.

BOMBS

When attempting higher levels it's an idea just to sit and watch simply to learn the detonating sequence of the bombs in the building. It's crucial to know which bomb will go off when in order to build up a game winning strategy. Knowing when the bombs go off will help you develop the optimum routes for your droid squad. We've told you the sequence in building two - not that it's going to help you that much. We're not THAT kind at IC! You can throw bombs around from droid to droid. But remember they can only survive a certain number of impacts. This number varies from level to level. Dropping a bomb to perform another action counts as an impact. Told you this wasn't going to be easy! Ranked the best and WORST: No droid, no room!

DROID GUARDS

Those used to be the good guys until the terrorists came along and played around with their programming. Now they want to vaporise anything that strays into their field of perception. Contact with them is deadly. Fortunately they can be stopped too by carefully following the Bishop Droid Destruction method. Each guard droid can be stopped by making it suffer two impacts within a certain time span. Making them follow your droid through a hatch is the best way to get rid of them. Find a route with two drops and you've got them cold. But remember to ensure they are in the same room as you before you go for the hatch otherwise they may not follow you. And move out of the way FAST - you don't want a guard dropping on your head now do you? Don't rely on a impact killing them - sometimes they manage to survive your best shots at killing them. You can get caught in matter transporters or in poles if you're not careful to look before you move. If you see a guard watch it for a few seconds before making a move. The only good uses about these mechanical menaces is that they only attack active droids. So at the start of a new building you can be prepared to move quickly if you find yourself in a room with a guard - using the scan method is described earlier.

GRAVITY

The different colours of the different rooms tell you the gravity which exists there. Learn them as they have a big effect on the trajectories of your droids as you throw them from room to room - which you'll need to do a lot but. At first a while you'll work out the best positions for your droids in various gravities when checking this about. Use the squares on the floor as a guide to positioning. "Except the Arsenal version where the gravity is indicated on the top left hand side of the screen."

FORCE FIELDS

Some hatches, poles and doors are protected by force fields (remembering graphics). Don't try to enter your way through before building the correct circuit board to switch them off. Unless you feel suicidal that is.

CIRCUIT BOARDS

Circuit boards control hidden doors and hatches, unit rooms, force fields and poles. Your droids must return them to the computer room in each building to activate/deactivate various functions. In all the buildings you'll have to return the circuit boards before you can get rid of all the bombs. All circuit boards returned will increase your score but some are dummies that don't open doors or kill force fields. But you'd expect that in this game wouldn't you?

BEAMS AND POLES

Some trans-matter beams won't work until a circuit board is returned to the computer room - so don't rely on them. In a tight spot! Some poles have force fields in operation. These are deadly until the correct circuit board is returned to the computer room. When using either transport system beware of Guard Droids.

SOUNDS

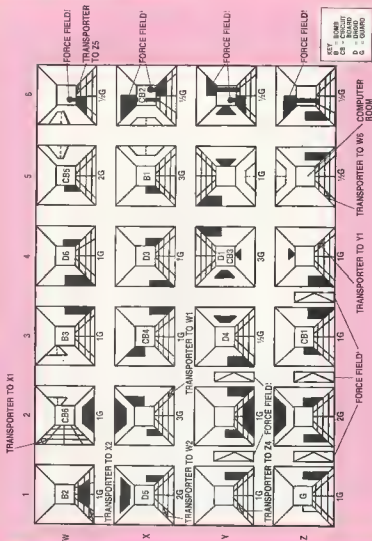
Use your ears as well as your eyes. You can hear matter transporters operating in a room even when it remains a Guard Droid could be warning down to intercept you. Think twice the same if there's a hatch in the immediate vicinity.

ALTERED PERCEPTIONS

Remember when you enter an upside down or sideways room that your joystick/keyboard controls could be completely reversed. Practice makes perfect here.

GENERAL TIPS

Extra droids earned after successfully completing a level can be placed within the building at will. Don't attempt to carry more than one thing at once! Make a map - noting the starting points of Guard Droids, Circuit Boards, Beams, the destination points of matter transport beams and the computer rooms. Don't panic!



GHOSTS N' GOBLINS



From goblins, ghosts, ghouls and things that go bump in the night, may Kenneth Henry protect us! Well, he'll have a pretty good try at it anyway. C + VG
 Upster Kenneth has been battling all sorts of supernatural nasties to bring you this survival guide to *Ghosts 'n' Goblins*, Elite's excellent arcade conversion. Ken played the 64 version – but his tips should work on all other editions. So grab your garb and head for the graveyard!

LEVEL ONE/PART 1

Move quickly! Kill any zombies that run up in front of you. Zap the bird before it takes off. Go up ladder and jump the bullet fired at you by the plant. When you land shoot the plant - but don't forget to dodge the last bullets it fires. Collect the coin and keep moving right. Shoot plant. Now you can enter jump off the edge or climb down the ladder. But always look before you leap. You never know what might be waiting for you! Collect the treasure to the right of the ladder. Zap the second red bird waiting on the grasshopper and kill your first Winged Demon (see general notes). Go to the creekbank and wait for the moving bridge. Jump on it and it will carry you across to the island.

LEVEL ONE/PART 2

Collect the treasure on the first island. Zap any ghosts you encounter and leap across to the second island. When you land shoot to kill the plants. Zap any arrow launchers in range, ducking and weaving at the same time! Kill the guard and run to collect the key (see notes on Arrow Launchers and Level Guardians).

LEVEL TWO/PART 1

You start on the platform marked A. Jump to platform B and walk along to collect the coin. Stand next to the hole and jump up two platforms. Shoot the plant and jump. Walk along platform and jump. Collect the second coin. The edge of platform area is a safe spot - for a little while anyway! Jump to platform H. Kill anything that appears from the hole and then jump past, walk along and collect the third coin. Walk off the edge of the platform and drop to the platform O where the plant used to be. If you don't kill it when I tell you to - you're very, dead by now! Walk along platform O until you've got one foot over the edge. Now you should see the moving platform. Got it? Good. Jump on it and it will start falling. Walk as far as you can across the platform before jumping to the jety and the house.

LEVEL 2/PART 2

Walk past the shattered house and you will come across another house with resonating windows. Four of the windows have holes - and small green creatures fly out of them. They look a bit like post-neck Bomb-Jacks and are so small that if you don't get them before they start walking towards you you'll have to kneel down to shoot at them.

LEVEL 2/PART 3

Ladders N' Trellis! Kill any birds that appear as you jump from part two to part three. Avoid the sham-like mummies dropped from above. When you're clear climb up the next ladder and repeat the troll-stepping process. The third and fourth trellis are on the same platform. You should be able to deal with zombies there before his male reaches you! Kill the bird and watch out for trellis five and six. They both fire horizontally at you. Climb down when the doggerlegs die as

far enough away and drop to your knees to kill them, down the ladder to the moving platform.

PART 4

When you move to the edge waiting for the first moving platform to get level with you and then jump to it. Jump again when the next two platforms are level with you. Jump off the third platform to the jety and repeat the jumping process on the next three moving platforms. You can get the bird in the second window by jumping straight up and firing at it. Afterwards walk along the path and peek up the spare set of stairs, if you need it, and kill the Guardian.

PART 1

The Cloudbridge. Jump onto cloud one and then onto cloud 2. You can then either jump to cloud three then cloud four - or simply jump direct to cloud four. You will then be able to jump to the junction. From the junction jump to cloud six and then cloud seven. This will take you to the second junction. Kill the winged demon and move on.

PART 2

The Firebridge. You need to narrow this section complete with your armour in order to be able to kill the Level Guardian at the end. There are seven fires on the bridge, all of which flare up and down as you attempt to cross. Wait until they are at their lowest before jumping the jets. Never try to walk across even when the fires are low. You will also be hauled by some castles which you first met on the Ice Platforms of Level Two. When they appear kneel and shoot. If one comes at you jump over him.

Dealing with the level guardians. If you have the armour and dagger. Once off the bridge walk towards the right hand edge of the screen and keep shooting. Stop at the edge of the black and grey door, still shooting. When the guardian jumps out at you shoot like crazy at him while walking towards him. When he jumps on top of you finish him off while you are flickering. If you have the dagger but no armour - jump off the bridge and walk until the screen stops scrolling. Keep shooting! Every time the guardian jumps, jump with him and keep shooting.

PART 1

This looks like the middle of the graveyard from level one apart from the cavern, roof and the firebats. And the main bullet firing turret at the end instead of a plant. Simply walk along the ground killing anything as you pass.

PART 2

The stone staircase. Use the jumping method to kill the first winged demon (see general notes) and go up the stairs. You will see a turret. Go up the step and use the jumping method to kill the second winged demon. Go up ladders to kill the third demon.

If you want a challenge by going down the staircase! Jump



LEVEL 1: Spec/Ams/64

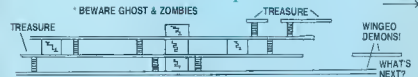
* BEWARE BOMBJACKS HERE!



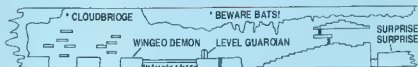
LEVEL 2: Spec/64/Ams



LEVEL 3: Spec/Ams



LEVEL 4: Spec/Ams



LEVEL 3/4: 64

ep after killing the third demon and shoot the turret. Killing Arrow Launchers, go along platform. Avoiding another winged demon jump off the edge and land on platform. Right next to another 'Winged Demon'. You should have enough time to kill it before it moves. Walk to the blue door. Now you face the final challenge. A giant dragon threatens you. You have to shoot it 10 times to get rid of it. And of course it's shooting at you. If you survive you get a congratulatory message. Then it's back to the beginning.

KILLING WINGED DEMONS

Get on a shot as soon as one of these appear. You need to hit him twice before he screams and rushes you. If you haven't managed to hit him then jump over him once he comes at you. Or dash! Jump the instant he fires at you and have another crack at him. When you reach level four you'll find yourself on a stone staircase, two steps below one of these demons. Here is the method you should use to deal with him. When he screams jump up and shoot. Keep jumping upwards and make sure your shot hits him when he comes down. Deliver the final shot when he has flown over your head by jumping up and shooting him.

KILLING LEVEL GUARDIANS

As soon as they trap out, fire at them. When they jump a second time at you move into a corner and fire like crazy. If they are still alive after all this turn around as you know and keep firing. When you have disposed of him collect the key. Level Three's guardian is really tough. He either robs you of your armour or kills you simply by touching you! You really need the armour or the dagger to kill him. (See notes on maps for details.) Level Four's guardian is protected by arrow launchers - even when he is dead - so you'll have to dash in and pick up the keys quickly.

DESTROYING TURRETS

These appear in Level Four. They have a sword looking head which appears and shoots purple bullets at you. You usually bother shoot the first turret which appears in the second graveyard stage before the turret on the stone staircase protects a spare unit of armour which is useful if you've lost yours to the Guardian at Level Three. The turret appears after the first 'Winged Demon' on the staircase - and you know he is dead but has you. Don't you? Destroying the turret is simple. Walk under the bullets have been over you head then jump up and fire, jump and fire again quickly and you will land before a bullet hits you. Repeat this until the turret is destroyed. Don't pick up the spare armour if you've still got more. Another turret appears after the third winged demon on this level. After killing the third demon walk to the end of the step so that the turret is in full view at the right hand edge of the screen. Duck the low bullets but just press fire to stand up again instead of jumping. Fire as many times as you can before you have to duck again.

KILLING TROLLS

These creatures appear in the third part of level Two. Zapping them is simple - but getting to them is more difficult! Avoid the bombs they drop. Wait and watch how fire



the troll walks before it heads back towards the ladder. Killing any birds that come at you, go up the ladder when the troll is farthest away - then turn and shoot at him. Kill the bird and go on up the next ladder. Repeat the process on the other trols.

OTHER ENEMIES

Zombies: Appear in Level One and the start of Level Four. Can be killed with one shot. They run up over the ground and walk along.

Flying Knight: Appear in part two of the first level. Arrow Launchers: Fire arrows horizontally and vertically. Appear with guardians at the end of Level One and part two of Level Four.

Birds: Take off and fly from right to left. Appear in the graveyard in Level One and part three of Level Two. Bats: Appear on the roof at the start of Level Four and fly down to you in a zig-zag pattern.

Plants: They look like Venus flytraps and fire bullets at you at any angle.

Ghostly Treasures can be collected from baskets carrying ghosts. Shoot them and the treasure - and sometimes weapons - will appear.

WEAPONS

- 1 Lance - fires slowly and straight ahead when fired.
- 2 Torch - Curves down towards the ground when fired.
- 3 Dagger - fires quickly straight ahead.
- 4 Axe - behaves in the same way as the torch.
- 5 Shield - when it hits it continues on destroying anything else it touches.

● Different weapons are carried in yellow baskets by Zombies, Flying Knights and Arrow Launchers. As the world comes on, destroying anything in its path once thrown it is useless for the masses that need multiple hits. But it can be fired through walls, and if you have the shield it takes just three shots to destroy a guardian - two to kill a troll, three to destroy a turret, and two to get rid of a winged demon.

LIVES

Since you only get three chances per life you need to spread them out. If you manage to complete Level One and the first part of Level Two with your first life you'll start your second life - and all the others at the blue-grey jolly next to the shattered home. Try to get in the end of each section with a life in hand so you don't continue to have to go back over old ground.

TRAP



'Ella, I'm Berk. The underpaid and overworked servant of the Bad Tempered Thing. It's do this, do that, get me this, I want that all day long. And then there's Drett and Bone getting on at me too. It's a tough life down here in the basement under the castle. You'll probably find it difficult too. That's why I've decided to tell you a few secrets from the Trap Door. Follow these clues and you'll be well on your way to becoming a Super Berk, like me.

DOOR



TRAPDOOR



BERK

DRUITT

SPECTRUM

Berk is the star of the new TV series and an amazing team by gameplaner Don Priestly. The gameplaner you in Berk's shoes - if he wears them - as the hard working servant of Red Teapored Thing. He has to complete a number of tasks before Thing will give him any cash. The snappy people of Piranha have agreed to allow Berk to tell an about a couple of his chores and help you help him get hold of that safesaid of lost.

GENERAL TIPS

Below you'll find outlines of how to complete a couple of Berk's tasks. There will be complications however - mostly coming from under the Trap Door! If Berk can't complete a task because a vital element has been lost he can always clear up and prepare the another task so he can simply absorb everything by walking down the trap! Remember always to take Berk and move.

CAN OF WORMS!

Collect the can. Place it at the front of the Trap Door screen. Open and shut the Trap quickly letting out the worms. It's a

good idea to try and get Druitt to stand on the Trap as you open it. This catapults Druitt into the air. He'll fall back into the open Trap. This gets him out of the way while Berk collects worms - and stops the little ***** eating them! Grab a worm and put it in the tin. Repeat three times. Take tin and put it in the dumb waiter. Send it up to Thing! Less than three will do if you're in a hurry - but your score suffers. Don't worry about Druitt. He'll be back as soon as you open the Trap again.

EYEBALL CRUSH

Take the brushet. Find the seeds. Take them both to the courtyard. Tip out the Drop seeds and by one into the flowerpot. Take eyeball flowers and put them in the vat. Push vat to the right hand side of the Trap. Get the hatlin and put it under the vat's leg. Now comes the delay part. Let out the Crusher!!! This is a pretty messy thing - and you don't want it about at any other stage of the game. The Crusher will leap into the vat if you've got it positioned right, crush the eyeball with its giant boots and make Things furious drunk. Then you have to get rid of the Crusher. It isn't easy.



INFILTRATOR



Infiltrator



Captain Johnny "Jumbo-Baby" McGibbada, also known as The Infiltrator is a pretty neat guy. Helicopter pilot, ace spy, daredevil, and a mean man to deal with. He needs no man's help to beat the Mad Leader from destroying the world. But YOU might. Canadian Chris Gray, 18-year-old programmer of U.S. Gold smash game, Infiltrator, offers the top secret briefing.

THE MISSION

The mission: Mod Leader is intent on destroying the world Jehany "Jumbo/Baby" McGibbitt, AKA The Infiltrator must stop him.

THE EQUIPMENT

The shiny new Winbag Games DXH-1 Attack Chopper, top speed 450 knots, armed with a 40-cal best seeking missile, rapid fire 20mm cannons, anti-heat magnesium flares, fuel dispenser, turbo booster and state of the art computer guidance.

MISSION ONE

Fly to the enemy HQ and photograph secret documents and war plans.

- Always try to communicate with **unidentified** jets before they communicate with you. This forces them to identify themselves.
- Pay close attention to the identification of any jet. If the pilot's name sounds remotely similar or a copy, it's probably the enemy. Take the appropriate action.
- Unless you have a really dear shot, never start a fight with a jet because they always fight back. To the death!
- Always fly above 200 feet. This allows you to avoid enemy ground detection before landing. It also stops you from crashing too often. But flying too high - more than 2,000 feet - isn't a good idea. It takes a long time to reach the ground from such an altitude.
- Use your turbo as much as possible. It allows you to stretch out your fuel supply and it also reduces the time it takes to reach your destination. However you must watch the oil temperature gauge. If the oil gets too hot, turn the turbo off until the oil cools. If you don't, the chopper's engine will fail.
- The best incoming missiles are your best weapon. Don't waste them. Wait for the enemy jet to fly into your path and then hit the fire button. It's best not to try and force the enemy jet into your sights.
- Concentrate on keeping the helicopter flying towards its destination. Always use the Automatic Direction Finder (ADF) in the cockpit. It's best to program it immediately as take off.

- Once - or IF - you make to the enemy base - you can select various items to help you - sleeping gas, gas grenades, papers, cameras, explosives etc.
- A general point to remember when exploring the complex is that ANY room you enter which is grey in colour is IMPORTANT. Search it carefully.
- You should get any guard in a room in which you want to take a photograph.
- The security card and junior's uniform are in a building in screen two.
- Screen one contains the security control centre.
- Maps and documents to be photographed can be found in screens four, five and six.
- If you finish the ground mission and you set off an alarm you'll attract a major jet. You can survive by blowing it up.
- You might find an electronic key which searches through chests in the buildings you can turn off the alarm.

MISSION TWO

- To get the scientists off the base you have to make him invisible. To do this you need an invisibility pill. It's in a cabinet in the laboratory. Search and you shall find.
- Give the pill to him and he will disappear automatically and follow you outside.
- Remember to give him the pill before placing explosives under his desk in the laboratory. It saves time.
- Turn on the mine detector before leaving or entering the area where the helicopter has landed. You are surrounded by mines.
- Also remember to stay away guards while wearing the junior's uniform. If they talk or catch you they won't let you go. You will have to gas them in escape.

MISSION THREE

- There aren't many tips or clues to give in this part of the mission. Good advice is not to waste any time.
- Always plant your last bomb close to an exit and leave quickly.



TIMES OF MUGGINS AND ROBBERIES

Most of the time you will find the mugger in either the park or Town Square. Below are some of the times we have worked out -

10.58	Park
11.36	Park
11.52	Park or Town Square
12.20	Park or Town Square
12.47	Town Square

● The mugger is around at other times of the day - but, you can work that out for yourself!

ROBBERIES

12.00	FUSOR is robbing the jewellers
13.17	TECHNO is robbing the bank
13.45	RAT is robbing the warehouse
15.17	MERLIN is robbing the art gallery

STATIONS

There are four different stations - City, Central, Heath and District. When you reach a station, just type which station you want to get to and the fire will cost you £1.00. You don't have to go through all the stations - you can go direct.

CABS

For a price of £5.00 you can get a cab to any destination.

FLYING

There are three destinations which can not be reached by foot or train, so, you must take a taxi or fly. The locations are: BROOK COURT which leads to the Editors, SMALLMAN STREET which leads to the Professors, OXFORD GARDENS which leads to the Directors.

- Never give Lesley the file - give it directly to the Editor
- A little bit of helpful info - there is a bomb in the power station



REDHAWK

Say KWAH! It's the mighty Redhawk, defender of truth, justice and the innocent computer owner. Few people know that Redhawk has a sidekick - a young super-person called David Harvey. David helps Redhawk and now he's going to help you with these superhero style hints and tips. Read them and you'll be going through the game faster than a speeding Otiss!

